Wolves

Wolves are the new Indians of the forests. Living off the land, the Wolf takes only what he needs for survival.

Unlike the Anti-Techie the Wolf shuns the works of man and leave technology to rot and re-join the earth. Their religion states “Take From and Return to Nature.”

Wolves try to ignore the re-birth of technology though on rare occasion they will trade wild game to Farmers for knives or medicines. Mostly peaceful, they will kill if cornered, defending family, or protecting a natural area that they feel belongs to them.

Wolves forage in packs with a base of operations well-hidden in forest or mountain area. The lone wolf encountered is a scout or hunter who is determining if an area is free of hostile survivors.

Rumors among survivors say that Wolves have been known to kidnap children to add to their families.

Sheep

Sheep are the new pacifists of post “Rogue society. Their credo is non-violence fighting only protecting family and even then, to subdue rather then kill.

Sheep will use technology to their advantage and l stockpile supplies and equipment for future need.

These survivors are masters of the creation of secret supply dumps ahd hidey holes.

Like the Romany, the age old Gypsys, Sheep have created a secret language of symbols and grafitti that tells others of their kind their general location and places to gather.

Travel for these folk are mostly during the night or on dank and rainey days. They will know of your presence long before you suspect theirs.

Find sheep in pairs for the most part, or a single individual not far from a family or Flock as they like to call themselves.

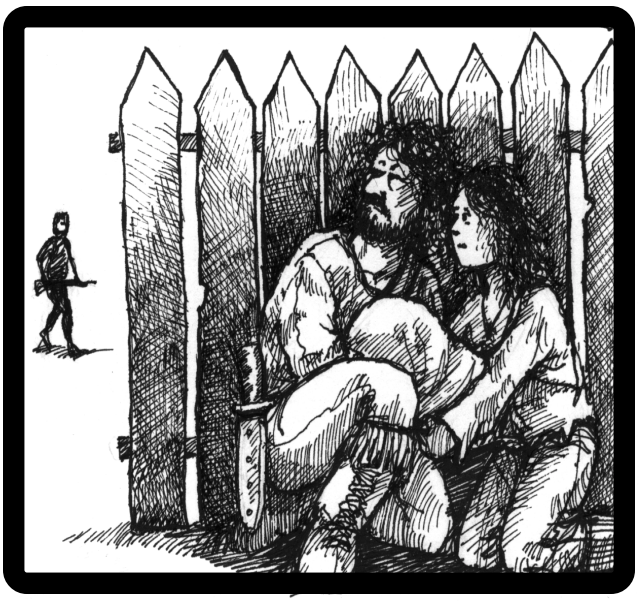
Reborn Americans

In rural areas, cargo’s of Rogue vaccine found their way into the hands of the local populace and entire small towns have survived relatively intact.

Many of these heartland folk have adopted a stern attitude of survival that can border on the fanatical. Believing they are the true representation of the American way of life, they will defend their beliefs to the death.

Where many of these communities are safe places to live, a few have turned ruthlessly xenophobic to protect Mom, Apple Pie, Church, and their heritage of American Value. These values are can vary wildly from group to group and create problems for other survivor groups in the area.

Some surviving sociologists believe that their mind set is stuck in the year 1957 and that they are guilty over their own survival when so many perished.



Survivalists

The survivalists knew the end was coming and were prepared for it with weapons and equipment. Realizing the outcome of Rogue, a small number of these highly resourceful individuals managed to hijack a cargo of vaccine and save a large number of their persuasion as well as select members of towns who supported their future plans. These towns have since become armed camps.

With the rebuilding of America, the Survivalist community has grown in strength and lost direction. Now little more than armed Warlords, they take what they need from surrounding communities and hand out Justice those who oppose them.

In Idaho, Michigan and Montana entire cities have been reclaimed with the help of heavy weapons and the threat of excessive retribution. There is even rumor of a return of criminals and dissadents being used as slave labor and the forced re-education of values.

Crazies

Crazies are the last of the former Wall Street thinkers, corporate presidents, and economic wizards unable to cope with the collapse of society. Wandering in packs or alone, still tapping their 'Cell Phones' or making plans for that weekend Golf outing, they are rapidly becoming extinct.

The Crazy occasionally clings to the ruins of a corporate headquarters, taking charge of, and protecting, small bands of idiots that he or she has installed in offices.

What few realize is that crazies can be rehabilitated and brought back into the world with a lot of understanding. Crazies are often excellent managers of materials and the economics of survival after therapy.

Doctors believe that this state is an after effect of Rogue that unbalances brain chemicals or was an immune mechanism that protected them during the worst of the disease.

Meds

The remaining doctors who weren't stoned by mobs or eaten by Stalkers soon became a luxury t in a world where High-Tech medicine could no longer existed medical help was a bottle of asprin.

The post-Rogue doctor has gone back to the old Hippocratic oath, taking a few trade items or a hot dinner for, services rendered. Many have again become dedicated professionals who have a mission to help the sick and injured.

Most valued are the GP or Travelling Doctor who roam the roads on horseback or by hitching rides. Of all the survivor groups, even devestators have some respect for these healers. On the down side some powerful groups have been known to enslave Meds for their own use.

Remember that Meds are few and far between as well as expensive in post holocaust trade items.

Mechs

Mechs are the last of the mechanics able to repair the failing technologies and broken machinery of the 21th Century.

These individuals, depending on skill and reputation have become increasingly valuable to small communities. Their skills make them both rare and the target for Anti-Techies who like nothing better than to burn them on a pile of text books.

Some Mechs with skills in auto repair have created the great rolling trade trucks and Tractor Trailor-Forts that travel the now empty freeways. These trucks are an instant trade center of working machinery, firearms and supplies that may be hard to find.

Many Mechs have teamed with Gunsmiths for protection from Anti-Techies or Hostile Survivalists. Their eventual plan is to pool resources and restore electrical power to a mostly intact major city like Denver, Milwaukee, or Akron.

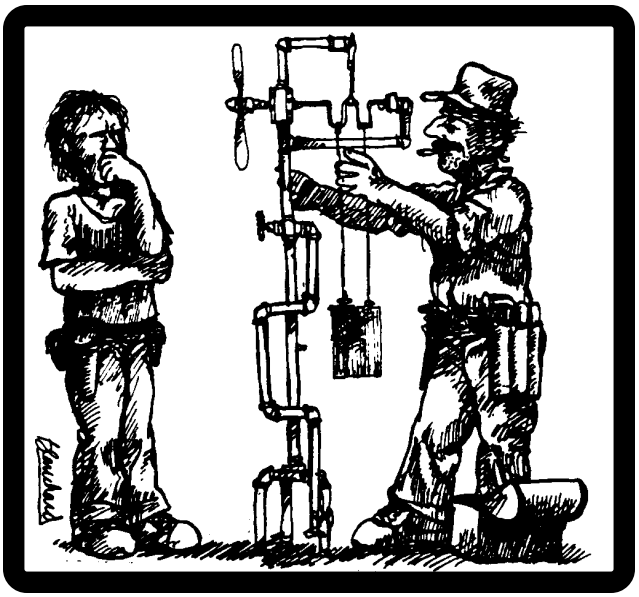
Gunsmiths

Gunsmiths are the weapon experts in demand as the use and repair of weapons becomes more and more difficult,, Able to re-load rounds and make gunpowder, the gunsmith often sets up a “fortress” trading post that serves a community or group of communities.

The average Gunsmith has skills in the manufacture of precise metal parts so they are doubly in demand to help fix important machinery.

The new credo of the Gunsmith is that all Americans now have the duty to carry a gun for protection from Stalkers and other hostiles.

Gunsmiths are also the target of powerful survivors who would enslave them for their skills or use them to help restore stocks of heavy military weapons that are squirreled away in manyy locations.



Foreigners

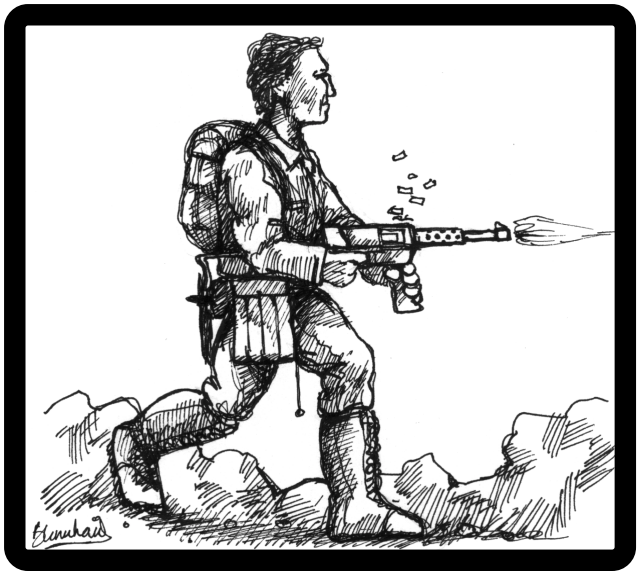
Whether stranded from tours or a migration of survivors, the foreigner is disturbing to the other survivors and a target of fear and mistrust.

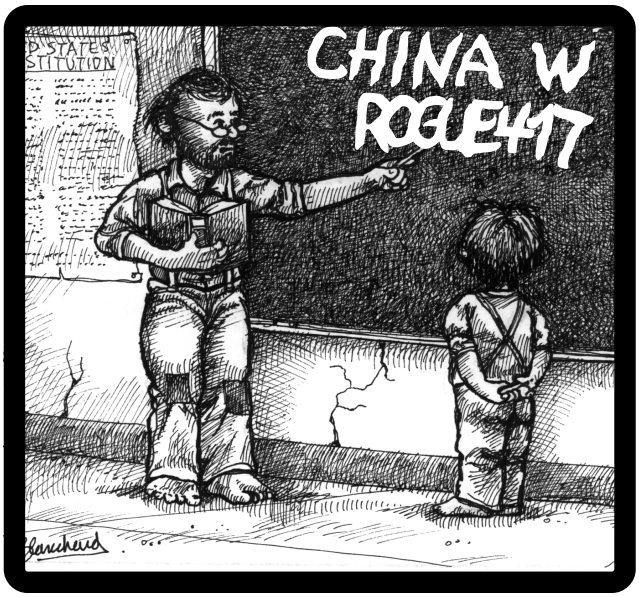
After Rogue it was rumored survivors from a number of Third World nations boarded freighters and moved to the continental US because of its high technology and rich resource base.

Wild stories flourish of Hundu Villages now in California, Arabs running caravans out of Detroit, and even Masai farmers in Florida.

Foreigners clump in communities of their own people, though they, will trade with or make friends with outlying towns and individuals. Once a friend, they will work and fight alongside any survivors who are in trouble

Most survivors realize that Foreigners are just folks, and in a generation of two will become Americans like everybody else.





Teachers

The Teacher is the last light of modern education and hope. These survivors are determined to prevent the return of ignorance and superstition that will lead to a new dark age.

Many teachers have reestablished one-room school houses for the education of survivor children. Many teachers also serve as librarians who are collecting books and maintaining information libraries for any who wish to learn.

Rumors tell of a large number of educators who have taken over a major university in the Midwest and are going to reopen it. They hope many survivors will migrate to this community to farm, manufacture, and regain a little normalcy.

Most teachers are respected by the community, though they are disliked and feared by their students.

The Fringeworthy

The Fringeworthy are the explorers from an Alternate Earth, now here to help the human survivors

Immune to the effects of Rogue 417 due to a minor biological difference in their immune system, these people are providing information and material in the hope of rebuilding the world.

The Bureau

Bureau 13 agents are immunized survivors of the governmental collapse still hunting the supernatural. With few realizing, they are providing disaster aid, and are a formidable force to be reckoned with. Some who know of their existence consider a Bureau Agent a fantastic technological prize to be exploited. These secret agents are still in many communities, disguised as normal survivors.

Animals

Unknown to most survivors is the fact that Rogue 417 had other effects on higher life forms. Primates and some larger mammals have gained near-human intelligence levels. Many birds, rodents, and small animals have established a form of telepathic mass mind to communicate and protect themselves.

Some of the survivors have bonded with these new animals and have formed effective survival communities.

Other areas have been completely cleared of human populations and returned to the control of the animals.

This situation can go either way in the future. If these changes are passed to offspring as a genetic trait, they may create a critical battle for human survival in a short number of years.

Shelters

At first shelter was the desperate, fast construction of safe places where survivors could protect themselves or hide from the psychotic victims of Rogue 417. Later the construction of a shelter became a necessary skill to protect from the other survivors.

REMEMBER

01 A character created as a Rogue 417 survivor gains the automatic addition of three new skills.

NEW SKILLS	LEVEL
SHELTER CONSTRUCTION	1
SHELTER DISGUISE	1
SEARCH	1

Shelter Construction

Shelter Construction is the skill of building a shelter that is weather, animal and collapse proof Much of this construction is dependent on materials available and the plans of the player watched over by the GM.

Shelter Disguise

Disguise is the ability to hide a shelter from detection by other individuals or things with less-than-good intentions.

Search Types

As you hunt for supplies or the homes of other survivors, you use the talent of search as indexed by time.

GLANCING GLA

The glancing search is a passing glancewith no real intention of finding something,Time: 2 actions, Once only.

PASSING PAS

In a passing search the searcher looks forthings out of the ordinary,, Time: 1 minute, Only once,

CAREFUL CAR

Careful searching is when the searcher has reason to believe something is in the areas, Time: 1 hour.

VERY CAREFUL VCR

Looking carefully and hard, the VCR search will uncover carefully hidden material. Time: 1.5 hours.

DETAILED DET

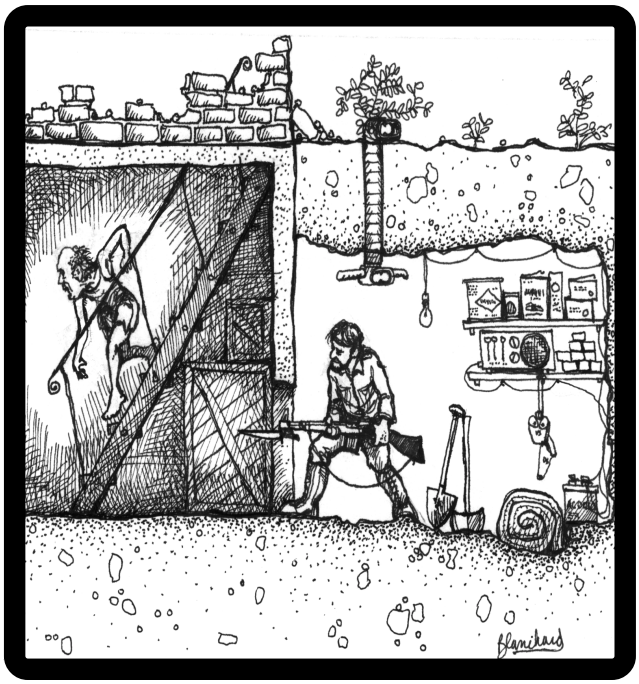
Searching and moving objects, a littledigging, or close examination if necessary Time: 3 hours.

COMBED COM

Checking every square inch of an area by looking, digging, or examination and moving large objects. Time: 5 hours, once per day.

REMEMBER

The area of search is the GM's decision on actual size. The time may be modified by the material congestion of the search area.



Search Result

Index the type of search by the level ofShelter Disguise.., An additional 1% chance is added to find a disguised shelter per each individual that searches,.. The GM may award special bonuses for creative disguise by the players.

LEVEL DISGUISE	GLA	PAS	CAR	VCR	DET	COM
01	50%	55%	65%	75%	85%	98%
02	45%	50%	55%	65%	75%	85%
03-04	40%	45%	50%	55%	65%	75%
05-06	35%	40%	45%	50%	55%	65%
07-08	30%	35%	40%	45%	50%	55%
09-10	25%	30%	35%	40%	45%	50%
11-12	20%	25%	30%	35%	40%	45%
13-14	15%	20%	25%	30%	35%	40%
15-16	10%	15%	20%	25%	30%	35%
17-18	07%	10%	15%	20%	25%	30%
19	05%	07%	10%	15%	20%	25%
20	02%	05%	07%	10%	15%	20%

Finds

Finds are the decision of the GM. A find can be as simple as a few shotgun rounds to the finding of an intact hardware store. Use the Finds table for randomization. Characters in the world of R8gue 417 are mostly under-equipped and more than happy to find a can of peaches to trade for a needed item.

REMEMBER
01 Never over-supply a character.
02 Make them work for what they gain,.,
03 Make them trade and barter,.,

Finds

01 Antibiotics (d20 capsules)
02 Clothing (variable season)
03 First Aid Kit (small)
04 First Aid Kit (large, industrial)
05 Sewing / Yarn / Knitting / Supplies
06 Kitchen Utensils / Spoons, etc.
07 Beauty Supplies / Toiletry Items
08 Blankets (d4)
09 Clocks or Watches
10 Disposable Paper Goods
11 Household Tools (d4)
01 Hammer 04 Pliers
02 Screwdriver 05 Nails (d100)
03 Wrench Set 06 Scissors

12 Canning Supplies
13 Writing Supplies
14 Tents or Camping Equipment
15 Small Knife (d6)
16 Hunting Knife
17 Large or Kitchen Knives (d4)
18 Axe
19 Books
01 Popular Fiction 04 Romance
02 Reference Book* 05 Magazines (d6)
03 Science Fiction 06 Comic Books (d6)
* GM's choice of Text, How-To, Cooking, Encyclopedia, History, etc'.
20 Large Collection of Books (d100 +100) no specific type
21 Small Library (d100 x d100) books
22 Attaché Case / Backpack / Sack
23 Towels
24 Sheets and Linen
25 Furniture
26 Sleeping Bag (summer or thermal)
27 Bathroom Fixtures
28 Electrical Wiring (d10 x100 ft.)
29 Soap / Cleaning Supplies
30 Toothbrush or Dental Hygiene Supplies
31 Portable Radio / Communications Equipment
32 Portable Cassette-Tape Player / Tapes
33 Walkie Talkie
34 Cameras / Camera Equipment
35 Portable Kerosene Heater
36 Preschool Toys
37 Toys or Dolls, Games or Puzzles
38 Floor Tile (d100 pcs.)
39 Sports Equipment
40 Band or Musical Instrument
41 Tire Pump
42 Large Automotive Tool Kit
43 Auto Battery (10% empty)
44 Battery Recharger
45 Tire Patch Kit
46 Flares (d6) 10% chance of a Flare Gun.
47 Hubcaps
48 Automobile in storage,
49 Plastic Storage Boxes
50 Electronic Calculators/ Computer Parts
51 Lawn Mowers / Cutters / Chainsaw
52 Outboard Motors
53 Paint Supplies or Paint (d4 gal'.)
54 Stereos / Records / Sound Equipment
55 Shoes / Boots
56 TV / Home Computer
57 Safes (home or office)
58 Smoke / Gas / Burglar Alarms / Timers
59 Old Clothes
60 Financial Records
61 Filing Cabinets
62 16mm Films Projector / VCR / Tapes
63 Binoculars Telescopes
64 Glasses / Sunglasses / Optical Glass
65 Tarpaulins / Drop cloths / Rolled Plastic
66 Scientific Instrumentation Glassware
67 Wood Tools / Machine Tools Power Tools
68 Tobacco / Liquor/ Beer / Illegal Drugs
69 Food Processor Kit (specific type of food)
70 Umbrellas (rain or patio)

71 WEAPONS
Roll a d100 once for type then ammunition

Roll	Type	Rounds	Found
01-33	Handgun	01-75	d10
34-66	Rifle	76-85	d10 +10
67-95	Shotgun	86-90	Box of d100
96-98	Assault Rifle	91-95	Box of 100
99	Grenade (d4)	96-98	d 4 x100
00	Gun Collection	99	d 6 x100
	2d10 weapons,	00	d10 x100

72 Rounds Only (roll on the weapons table for type, then the rounds table for amount..)
73 Weapon Cleaning Kit
74 Radiation Counter

75 LIQUID FINDS

Roll	Type
01-50	Gasoline (d6 gallons)
51-75	Motor Oil (d6 quarts)
76-86	Transmission Fluid (d6 quarts)
87-95	Kerosine or Lantern Fuel (d4 gal,)
96-98	Household Cleaning Liquids (d4 gal.)
99	Insecticide / Weed Killers
00	Beverage Syrup, GM Choice

76 Portable Home Electric Generator
77 Garden Supplies or Fertilizer
78 Rope (dl00ft,. in nylon or hemp)
79 Wax or Candles / Oil Lamps
80 Rugs (small or wall-to-wall)
81 Jewelry / Gold / Silver / Gems (d10x d100)
82 Engraving or Watchmaker's Tools
83 Batteries (d4) (last d10 hours of use)
01 Auto 04 Size D 1 5 volt.
02 Motorcycle 05 Size C/A 1,5 volt
03 Lantern 6 volt 06 Transistor 9 volt

84 Fireplace Accessories
85 Fishing Equipment
86 Fabric (d1O yards)
87 Dog Food or Dog Supplies
88 Motorcycle or Motorcycle Parts
89 Bicycle or Bike Parts
90 Lamps or Lightbulbs
91 Coffee Pot or Maker
92 Posters / Paintings / Art Supplies
93 Plumbing Supplies Electric Supplies
94 Building Supplies Lumber
95 Metal Detectors
96 Spice Rack (d20 spices)
97 Freeze Dried Food
98 Home Canned Food
99 Canned Food
00 Survival or Military Ration Packs

Condition of Finds

Now that you've found something, roll a d100 to see the condition it is in.

Condition		**Repair%**
01-50	Broken	10% *
51-75	Badly Damaged	25% *
76-65	Damaged	50%,*
86-90	Slightly Damaged	75% **
91-95	Working	85% **
96-98	Working	95% **
99-00	In the Box Fresh	99% **

* Requires some related technical skills to repair and a difficulty rating that is moderate to high. Repair time is d10 hours.

** Requires general skills with a very low difficulty rating to repair and operate. Requires d4 hours of general work.

Shelter Problems

Every level of shelter construction takes d6 hours. Index the level of Shelter Construction to see the percentage chance of problems. The GM may award special bonuses for creative design by the players.

INFESTATIONS

Making a shelter small animal and bug proof,

WATER

Keeping the interior of the shelter a dry.

HEAT

Keeping the shelter cold or heat proof.

STORM

Constructing the shelter to withstand wind as well as weather's violent extremes.

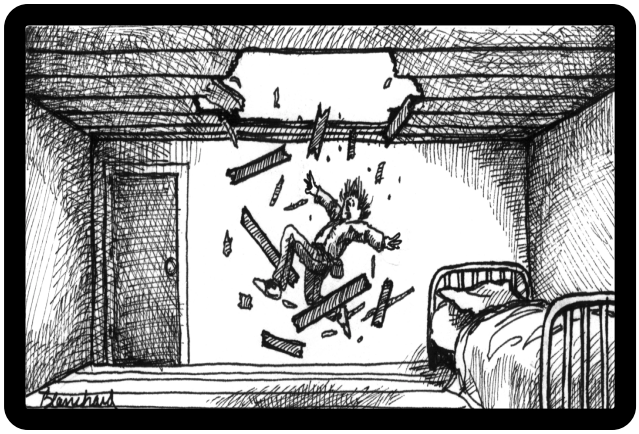
STRENGTH

Construction of a shelter that can easily withstand physical attack from humans and animals for 3d10 minutes per attempt to enter it.

CONSTRUCTION LEVEL	INF	WAT	HEA	STO	STR
01	05%	25%	20%	30%	10%
02	10%	30%	25%	35%	15%
03-04	15%	35%	30%	40%	20%
05-06	20%	40%	35%	45%	25%
07-08	25%	45%	40%	50%	30%
09-10	30%	55%	45%	55%	35%
11-12	35%	60%	50%	60%	40%
13-14	40%	65%	55%	65%	45%
15-16	45%	70%	60%	70%	50%
17-18	50%	75%	70%	75%	60%
19	60%	85%	80%	80%	70%
20	70%	95%	95%	90%	80%

Shelter Maintainance

Shelters salvaged from modern buildings and structures that survived intact are exempt from problems in construction and strength as long as they are well maintained at a work rate of d4 hours per week The GM may award bonuses for creative engineering. or disguise. High tech buildings, vaults, and survival shelterscan be exempt from this maintenance.



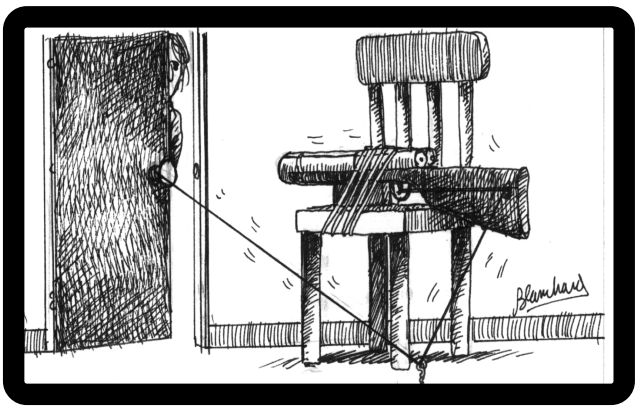
Traps

Many survivors will booby-trap their home shelters against outsiders or stash equipment in several areas in case one stash is lost or occupied,, This may involve explosives, gas, or even harmless-looking, poisoned food. Use of explosives Is usually limited to a small trap to maim or kill, not to blow up the shelter and equipment as the survivor expects to return to reclaim his gear.

Building Condition

This table deals with building condition and content survivability. As the victims of Rogue 417 lost their sanity, many went on a spree of burning and violence unprecedented in recorded history. Entire cities burned with nobody to stop them. When searching for intact buildings roll a d100 and consult the table on the next page.

Building Result		Chance of Finds (d4)
01-50	Burned and Gutted	01%
51-75	Burned	03%
76-85	Destroyed, Ransacked	05%
86-95	Ransacked	07%
96-97	Scavenged	10%
98-99	Partially Intact	15%
00	Mostly Intact	25%



Hidden Dangers

Many of these partially intact structures pose hidden dangers to explorers and others who enter them. On any building condition less than 80 on the previous table, roll on the table below.,

01-50	No Hidden Danger
51-75	Weakened Floor Area, 25% chance of collapse or Breakthrough.
76-85	Weak Ceiling, 25% chance of a fall of 2x d100 pounds of debris.
86-90	Weak Stairs, 25% chance of collapse.
91-95	Water Filled Basement / Sub-Basements
96-97	Building is connected by small tunnel or sub-basement to other inhabited areas.
98-99	Structure is home for wild animals, Stalkers or foul-tempered Survivors,,
00	Structure on Verge of Collapse, a 65% chance the entire structure may fall to trap or crush victims.

Populations

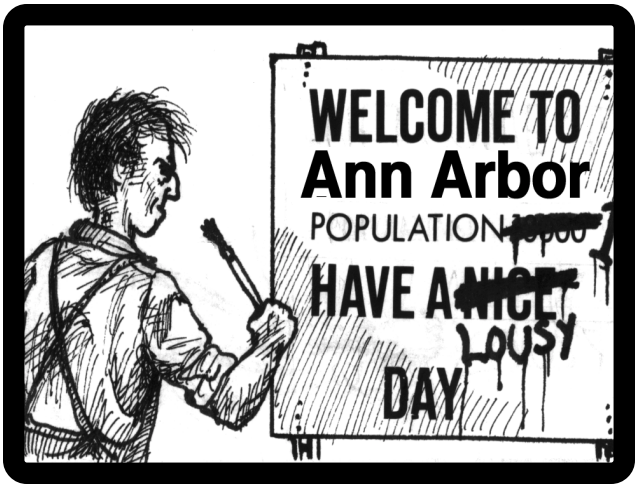
This section is a detailed, area population generator for campaign expansion in the world of Rogue. It will assist you in the design of survivor communities and create their resources and distinctive personality or 'Survivor Attitude." This, with the Mapping and Stability Check tables allows expansion, exploration, and many scenario possibilities as you travel across the holocaust world.

Maps

Use maps of your favorite state. We highly recommend use of Rand McNally Road Maps for mapping your campaign, in particular the ever common "Rand McNally Road Atlas". These high quality maps are best used with a Hex Grid Transparency.

Hex Maps

For best results set an imaginary, drawn, or "Hex Transparency" over your map. From the back of this book you can make a simple transparency of the Hex Map Provided at any copy shop. Drop this over your map and use to create the area of play and surrounding areas that influence the center.



Population

For an area's general population and their methods of subsistence, roll a d100 on each column. The GM should feel free to modify this number.

Population		Subsistence	
01-25	None	01-25	Scavenging
26-50	01 to 002	26-50	Farming Only
51-75	Up to 006	51-75	Farming /Trade
76-85	Up to 020	76-85	Scavenging /Trade
86-90	Up to 050	86-90	Manufacturing /Trade
91-95	Up to 100	91-95	Trade Center Only
96-97	Up to 200	96-97	Hijacking /Trade
98-99	Up to 300	98-99	Hijacking Only
00	Up to 400	00	Stockpiled Goods

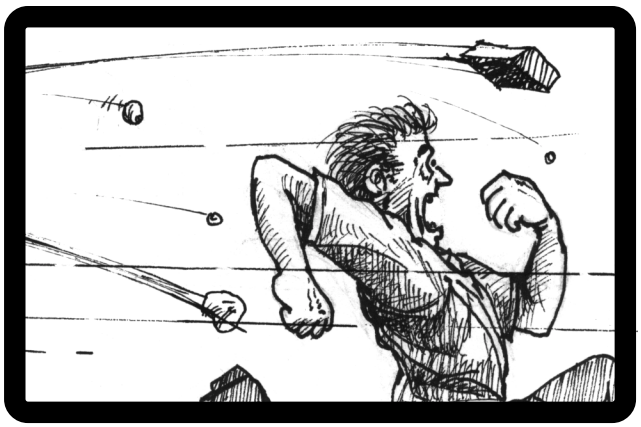
Temperament

Roll a d100 for the NPC survivor community's general attitude towards outsiders. The Temper index relates to Tri Tac Game rules.

Attitude to Outsiders		Temperament
01-05	Trusting and Friendly	85
06-50	Friendly	70
51-75	Mostly Friendly	60
76-85	Neutral Friendly	55
86-90	Neutral	50
91-95	Neutral Hostile	45
96-97	Hostile	35
98-99	Rampantly Hostile	25
00	Will Shoot on Sight	10

The 'Survivor' Mind

Remember, the survivor is just that and to survive has had at best a hellish time with the end of modern or "comfortable" society, the death of loved ones, and crazy hostiles at every turn', At first contact there is a 80% chance a survivor will operate as if 20 points lower on the temperament scale. This is purely fear.



Using Tech

This is the population's attitude towards the use of Higher Technologies. This is variable to the community and to smaller groups of people. At the lowest end are the Anti-Techies with their creed of destroying everything more complex then a knife. At the upper end are skilled Mechs who take pride in the restoration and use of complex machines and electronics. While some areas may openly campaign against the Tech that destroyed the world, many within the group may be less inclined to destroy what makes a harsh life easier.

01-05	Destroy on Sight
06-10	Mistrust
11-50	Use When Necessary
51-75	Use when Available
76-85	Use Whenever Possible
86-95	Restore and Use
96-98	Search For and Use
99-00	Restore for Trade

Tech Recovery

Technological Recovery is the ability of a small population to recover higher technology as they need it for survival or trade. This rates their efforts.

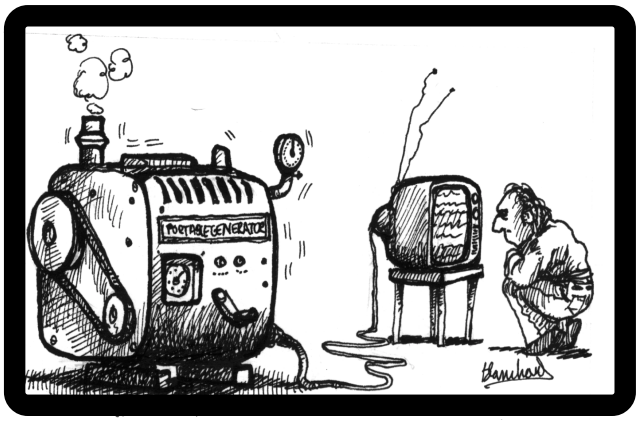
Result		CHANCE TO FUNCTION
01-50	Awful Work	10%
51-75	Poor Ability to Restore	20%
76-85	Adequate but Poor Ability	35%
86-95	Adequate Ability	50%
96-97	Good aBility	75%
98-99	Outstanding Ability	90%
00	Restoration with Loving Care	98%

Power Technology

This is the available power technology for the general areas. Many populations may not make use of this potential resource due to stubbornness or technical inability to repair what is needed a Roll a d100.

01-75	NO WORKING POWER
76	Methane / Gas Generator FUEL: Methane (from waste and garbage)
77	Solar Electric FUEL: Sunlight (direct conversion to limited electical use in home or small business)
78-79	Hydro-Electric FUEL: Water (direct conversion to electricity If close to a river or dam and the generators are still able to function.

80 Wind Generators
FUEL: Wind Power (direct conversion to electricity by home or industrial unit)
81 Geo-Thermal Station
FUEL: Water / Steam (direct conversion to electricity)
82 Natural Gas Generators
FUEL: Propane (from storage tank, pipe line or a natural source)
83-86 Oil Burning Generators (large scale)
FUEL: Oil (from storage, pipeline or refinery)
87-96 Small Home Gas Burning Generators
FUEL: Gasoline (from storage or refinery)
97-98 Gasoline Burning Generators, Industrial
FUEL: Gasoline (from storage or refinery)
99 Coal Burning Generators
FUEL: Coal (storage or naturally occurring)
00 Nuclear Station
FUEL: Uranium (storage in reactor core rods of radioactive pellets)



Fuel Reserve

Roll a d100 for those areas where the general fuel supply can be measured.

01-50 d10 Months if rationed.
51-75 2d10 Months if rationed.
76-85 3d10 Months if rationed.
86-95 4d10 Months if rationed.
96-97 2 years +d10 months if rationed.
98-99 5 years +d10 months if rationed.
00 Mammoth supply dump will last for 10 + d10 years if rationed.

Hot Items

These include the high-tech, “multi-fuel” generators and furnaces that were coming into common use. Multi-Fuel units are efficient and able to use Electricity, Burnables(wood, coal and paper), Oil or Natural Gas. Because of the versitility of these units they are in constant demand, if not fought over by survivor communities. Secondare rumors tell of small Fusion generators, man portable, being tested by the military just before the end.

Government

Community control is the method by which a community is governed and the motives of the governing body

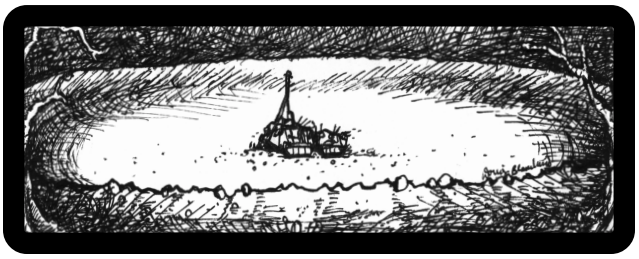
01-50 INDIVIDUAL
A highly respected, wise or charismatic leader.
51-75 COUNCIL, ELDERS, or FAMILY
A group of elected or known leaders.
76-85 SMALL FORCE
A small group that serves as law.
86-95 PARAMILITARY FORCE
A quasi-military force witha few weapons and a leader with military knowledge.
06-97 NO CENTRAL AUTHORITY
People that cooperate for their general survival with out law and the people who enforce the few necessary laws.
98-99 OLD MILITARY UNIT
Remains of an old military unit that still functions and protects the area.
00 SPIRITUAL LEADERSHIP
A priest, religious order or belief that controls the community.

Motives

Motives for community control might not always be as beneficial as one could believe. Roll a d10O for the area leaderships true motivations,

01-50 Community and Survival oriented,.,
51-75 Mostly Community oriented ‘.
76-85 Community and Self oriented,,
86-90 Mostly Self oriented.
91-00 Totally Self oriented,

Justice

Justice for infringements of societies old and new rules may be different at every turn. Roll a d10O for harshness of the legal system in common use,

01-50 Not generally harsh.
51-75 Minimally harsh.
76-85 Harsh in matters of the survival of the community. Rarely execute offenders.
86-90 Overtly harsh to most outsiders and breakers of the areas laws.
91-95 Unbelievably Harsh
96-98 Harsh to Outrageous.
99-00 Deadly, even in minimal crimes.